# gSARdev – 3rd Meeting 25/09/2018

**Today:**

Ensure game idea finalised:

2D Futuristic Action Platformer, Windows (PC), Built in Unity

Brainstorm and discuss the format of your GDD;

Research the structure of GDD’s;

Record and document your thoughts (including ideas discarded, why did you discard them?);

Commence outline of GDD;

Done!

Prioritise tasks and plan the development of project over the trimester;

Assign tasks within the team;

Document minutes and progress (GitHub).

**GDD Structure:**

Cover Page w/art?

Table of Contents

Theme

Aesthetics

Genre

Target Audience

(Design) Inspiration

Object of the Game/Story

Gameplay/Mechanics:

* Game Progression
* Movement
* Physics
* Collectibles
* Combat

Level Design

* Could be branched out if we make different areas

UI

* Main Menu
* HUD
* Pause Menu
* Control Menu

Asset lists

* Sprites
* Textures
* Audio
* Text Script
* Etc

Technical Design:

Project Management

Version Control

Resource Requirements

Game Engine

Scripting Language (C#)

Risk Assessment

Pseudocode

Testing Methodologies

Enemy AI:

* Individual Enemy AI info

Events/processes:

* Keycard triggers
* Bounties
* Optional objectives

Evaluation of initial concept and final implementation

Concept art:

* Player
* Enemies
* Level Design
* Storyboard(?)

References

**FOR NEXT WEEK:**

Concept art for: Player, 1x Enemy, 1x Item (keycard, etc), Level Background.